EA SPORTS™

TIGER WOODS PGA TOUR® 2003

EVERYONE

E

CONTENT RATED BY ESRB

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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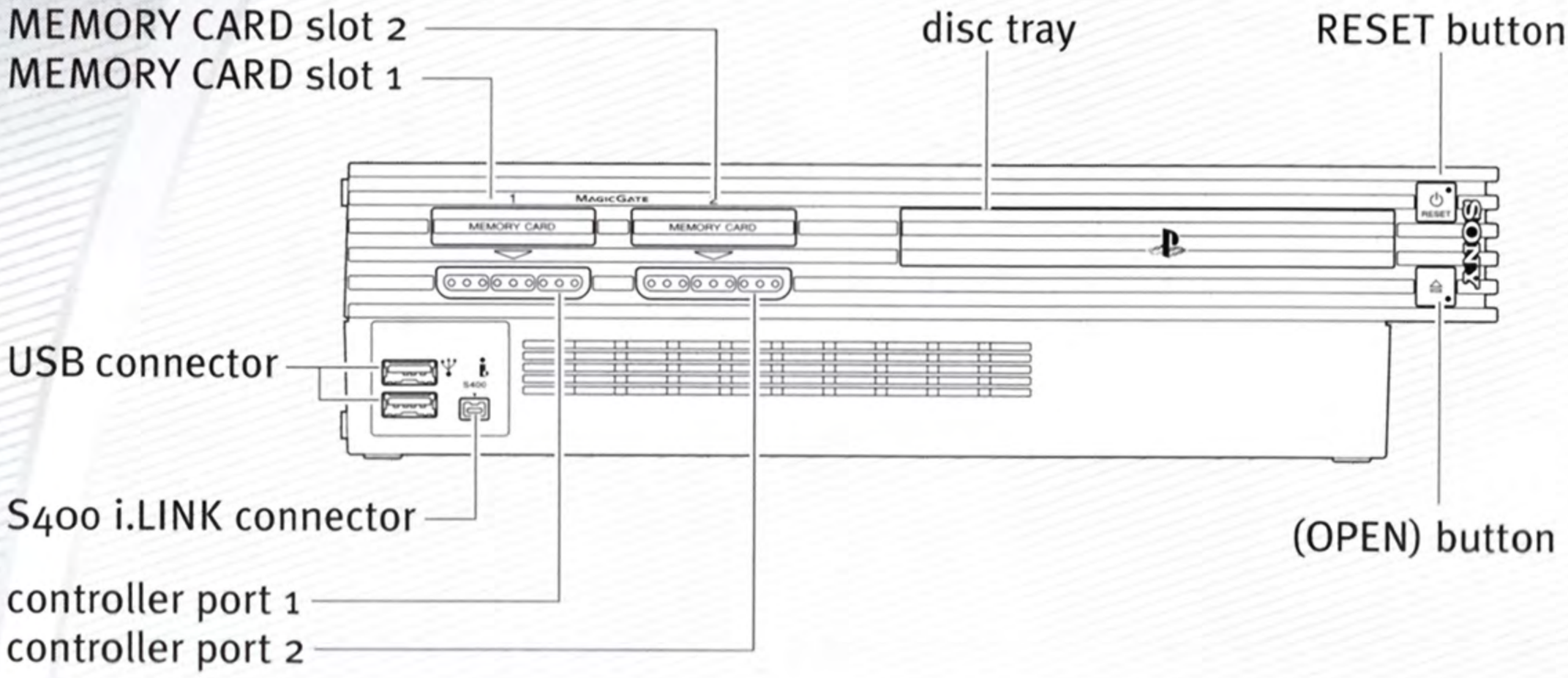
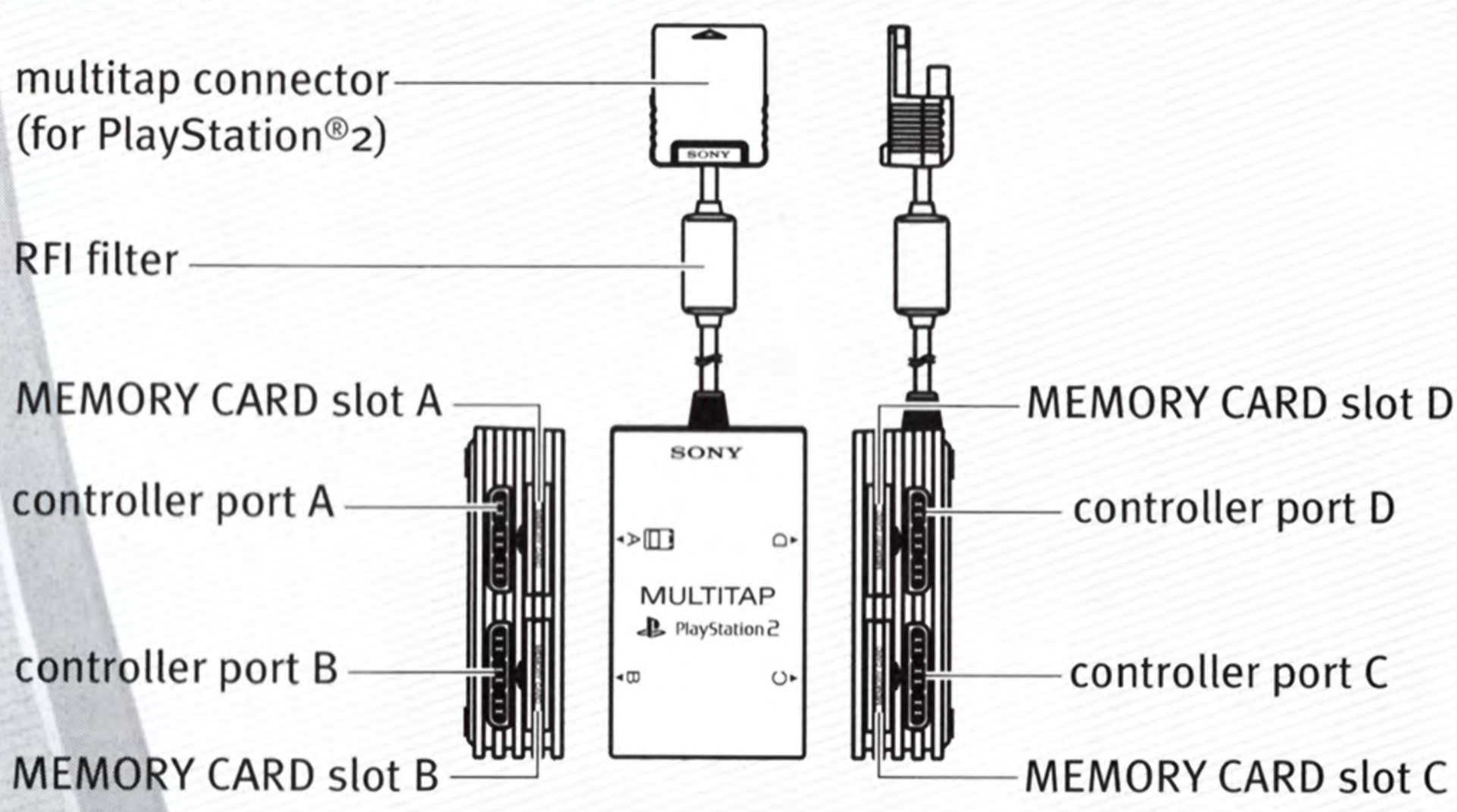
GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Tiger Woods PGA TOUR® 2003* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

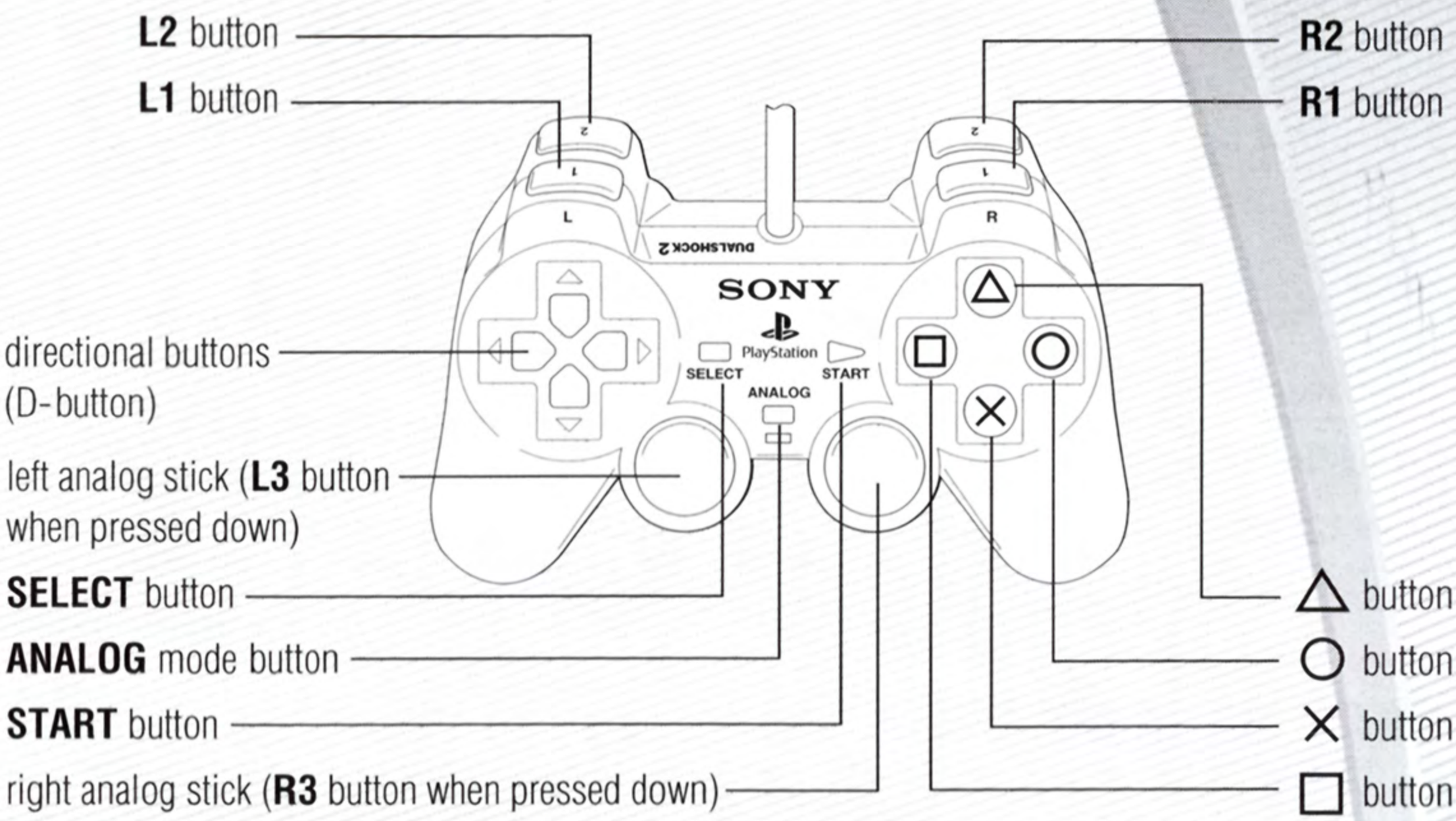
NOTE: Up to 4 players can play *Tiger Woods PGA TOUR 2003* by using the Multitap (for PlayStation®2). Two to four players may also share one or two controllers (without using a multitap).



COMMAND REFERENCE

EA SPORTS TIGER WOODS PGA TOUR 2003

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	D-button or left analog stick ↕
Change highlighted item	D-button or left analog stick ↔
Select/Go to next screen	✖ button
Cancel/Return to previous screen	▲ button

For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.

BASIC CONTROLS

Before you play a 72-hole tournament, learn the basic controls first.

PRE-SWING CONTROLS

Move targeting mark	D-button
Switch clubs	**R1** button/**R2** button
Select shot type (➤ *Shot Select* on p. 10)	■ button
Reset targeting mark	▲ button
Pause	**START** button

PRE-PUTT CONTROLS

Reposition putting mark	D-button
Reset targeting mark	▲ button
Select **shot** (putt/approach)	■ button

SWING/PUTT CONTROLS

Start swing/putt	left analog stick or right analog stick ↓
Follow through swing/putt	left analog stick or right analog stick ↑

⊙ *Tiger Woods PGA TOUR 2003* features a few more controls that can help turn those Pars into Birdies. For more information, ➤ *Complete Controls* on p. 5.

COMPLETE CONTROLS

EA SPORTS TIGER WOODS PGA TOUR 2003

After you master the basics, take your game to the next level.

PRE-SWING CONTROLS

Move targeting mark	D-button
Switch clubs	**R1** button/**R2** button
Select shot (➤ *Shot Select* on p. 10)	■ button
Pause	**START** button

- ⇨ To get a **power boost**, during your backswing, rapidly press the **L1** button.
- ⇨ To **zoom** to the targeted landing spot, press and hold the ● button.
- ⇨ To cycle through the **alternate camera views** of your targeted shot, press the ✖ button. Press and hold the ✖ button to raise the camera.
- ⇨ To review the **fly-by overview** of the hole, press the **SELECT** button.
- ⇨ To **reset the targeting mark** to the default aim, press the ▲ button.

SWING CONTROLS

Start swing	left analog stick or right analog stick ↓
Follow through swing	left analog stick or right analog stick ↑

PRESS THE RIGHT ANALOG STICK OR LEFT ANALOG STICK ↓ TO START YOUR SWING. PRESS THE RIGHT ANALOG STICK OR LEFT ANALOG STICK ↑ TO FINISH YOUR SWING.

- ⊙ If a yellow arc appears on your backswing, you're setting up for a slice. The brighter or darker the yellow, the more spin you generate.
- ⊙ If a blue arc appears, you're setting up for a hook. The brighter or darker the blue, the more spin you generate.

DRAW AND FADE/HOOK AND SLICE

There is a distinct difference between a draw and a fade (desired shot-shaping) compared to a hook and a slice (an extreme case of a draw or fade).

- **DRAW AND FADE:** Slightly pressing the left analog stick or right analog stick down and to the left or right determines the movement (draw or fade) while the ball is in the air. The follow-through determines the direction the ball starts in relation to the targeting mark. For example, pressing the left analog stick or right analog stick slightly down and to the left initiates a draw.
- **HOOK AND SLICE:** Pressing the left analog stick or right analog stick to the extreme left or right initiates a hook or slice.

TIP: For perfect shots, press up on the left analog stick or right analog stick in the exact opposite direction you pulled down.

TIP: Be sure to run through the Show Me the Skill Shots portion of the first scenario to learn more about draw and fade shot-shaping.

TIP: Another way to measure the accuracy of a shot is determined by the amount of vibration you feel from the game controller. No vibration means that you found the sweet spot.

IN-FLIGHT CONTROLS

Start spin control direction	**L2** button + left analog stick or right analog stick
Use **Mulligan** (when ON)	● button
Call replay	■ button

➥ For **spin control** of your ball, repeatedly press the **L2** button after you swing. Press the left analog stick or right analog stick to change the direction of the spin. Although spin control is applied only while the ball is in the air, the effects of the spin are not evident until the ball hits the ground.

NOTE: You can only control the spin by pressing the same analog stick that was used to swing.

➥ To **speed** your shot forward, press and hold the ✖ button while the ball is in flight.

➥ To **slow down** the view of your shot, press the ▲ button.

PRE-PUTT CONTROLS

Reposition targeting mark	D-button
Ideal **putting line**	✖ button
Overhead view of putting mark	● button (press and hold)
Reset default aim	▲ button
Select shot (putt/approach; ➤ *Shot Select* on p. 10)	■ button

⇨ To see the optimal path to the hole, press the ✖ button.

PUTT CONTROLS

Start putt	left analog stick or right analog stick ↓
Finish putt	left analog stick or right analog stick ↑

⊙ Putting is different than hitting a full swing shot. Unlike other shots, putting power is determined solely by where you move the targeting marker. However, if you don't draw the club back all the way, your power decreases. Also, putting is significantly different from a full swing in that you can hold the putter back as long as you like and still get maximum distance (as long as you pull it back all the way). You don't need a fluid swing to get max power out of the putter.

⊙ The drawn putting line shows you exactly where the ball will go if you hit from your location.

TIP: **Your caddie gives you the optimal distance to move your targeting marker on putts. Use the advice wisely.**

SETTING UP THE GAME

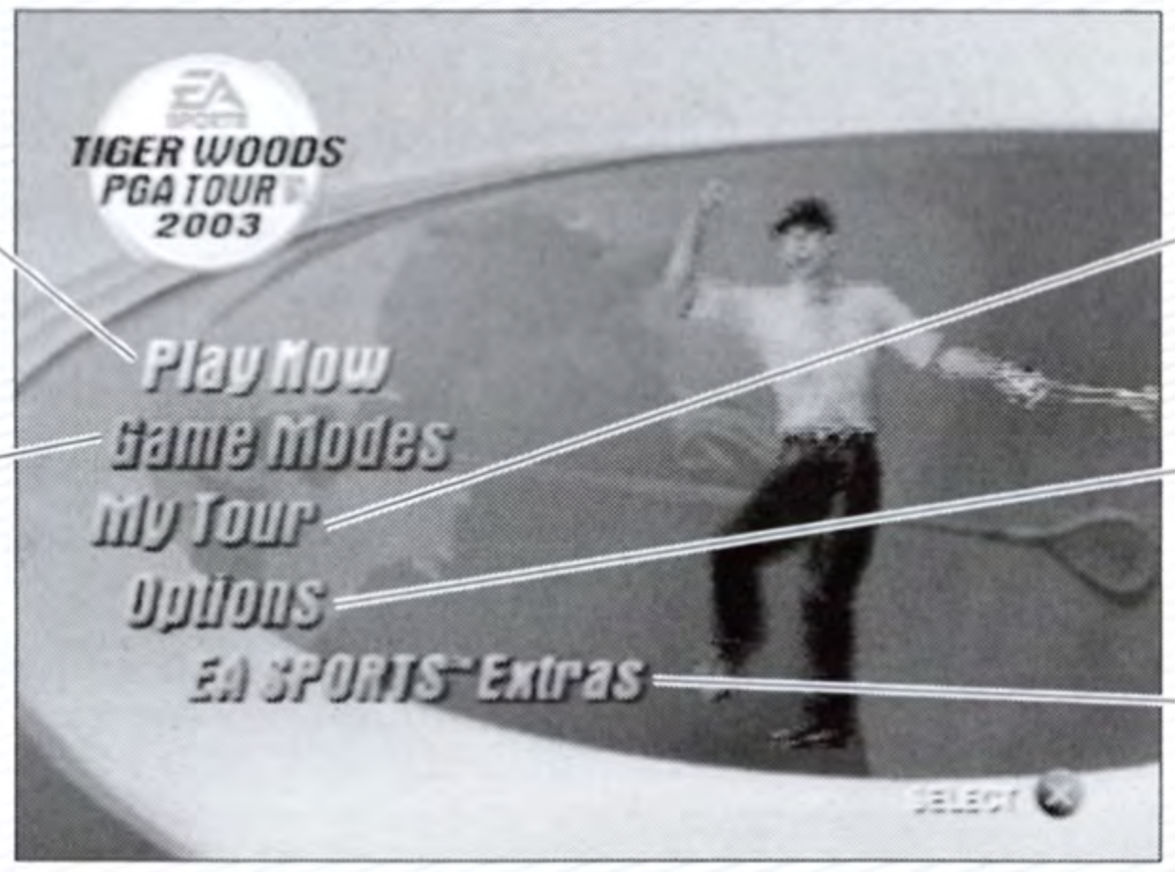
Tiger Woods PGA TOUR 2003 features nine authentic courses, including St. Andrews Golf Links and Pebble Beach® Golf Links, plus three unique fantasy courses, and the ever-challenging Tiger's Dream 18, composed of the best holes in the game.

NOTE: Default options are listed in bold in this game manual.

MAIN MENU

From the Main menu, you can jump on the course with a Play Now game scenario, access a Game Mode, check out user stats, adjust Options, or view the EA SPORTS™ Extras.

NOTE: When you first start *Tiger Woods PGA TOUR 2003*, Game Modes will be locked and grayed out. To learn how to unlock Game Modes, ➤ *Play Now* on p. 9.



PLAY NOW — Tee up on the links and begin your first scenario (➤ *Scenarios* on p. 16).

GAME MODES — Swing away in the following events: Tiger Challenge, Stroke Play, Match Play, Skins, Tournaments, Online Events, Practice, Speed Golf, SkillZones, and Scenarios. (This section is grayed out until completing the first Play Now scenario).

MY TOUR — Check out personal stats including online rankings, user records, trophy balls, and more. You can also create up to three courses and add them to the Course Select screen in any game mode.

OPTIONS — Adjust your game options and set up the game that best suits your playing style.

EA SPORTS™ EXTRAS — View the EA SPORTS Promo videos, or check out the game credits.

EA SPORTS™ EXTRAS

EA SPORTS Promo Videos: Take an inside peek at the all-star lineup from EA SPORTS.

Credits: See who made *Tiger Woods PGA TOUR® 2003* the best golf game in the world.

PLAY NOW

When first playing *Tiger Woods PGA TOUR 2003*, select Play Now to get a tutorial on how to play the game. Consider this a quick practice in which you run through the basics of the game. However, in order to move on and play the other game modes, you must pass the first test at hand.

⮑ To start a Play Now game, from the Main menu, choose PLAY NOW.

NOTE: In order to save your completion status for the scenarios, be sure to have a memory card (8 MB) (for PlayStation®2) inserted when golfing in Play Now mode. If no memory card is found, you can skip the first Scenario by pressing the L1 button from the Play Now menu.

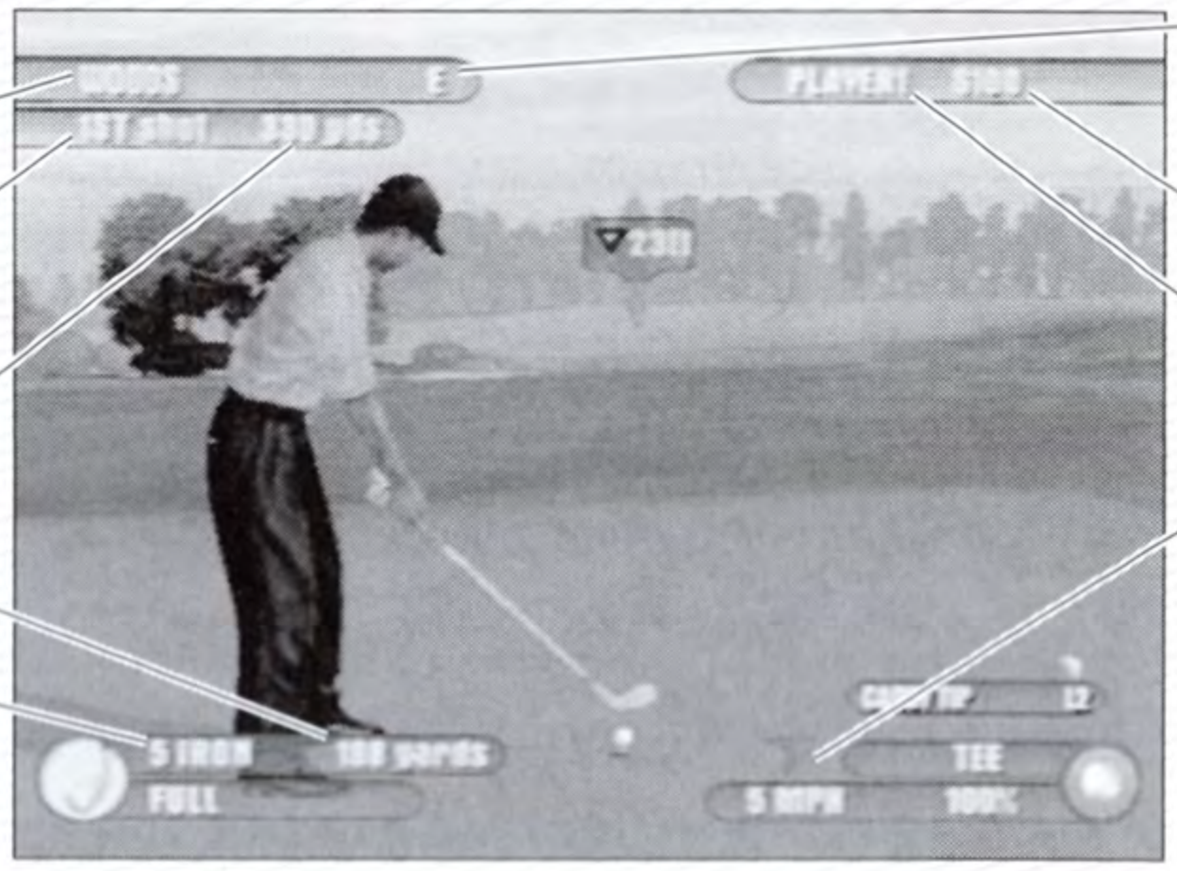
- The first scenario gives you the opportunity to earn your first Tour Card and a little bit of money as well. Pass the scenario and you're able to move on.
- After completing the Tour Card scenario, you can pick up where you left off by accessing the Scenario game mode via the Main menu. For more information,

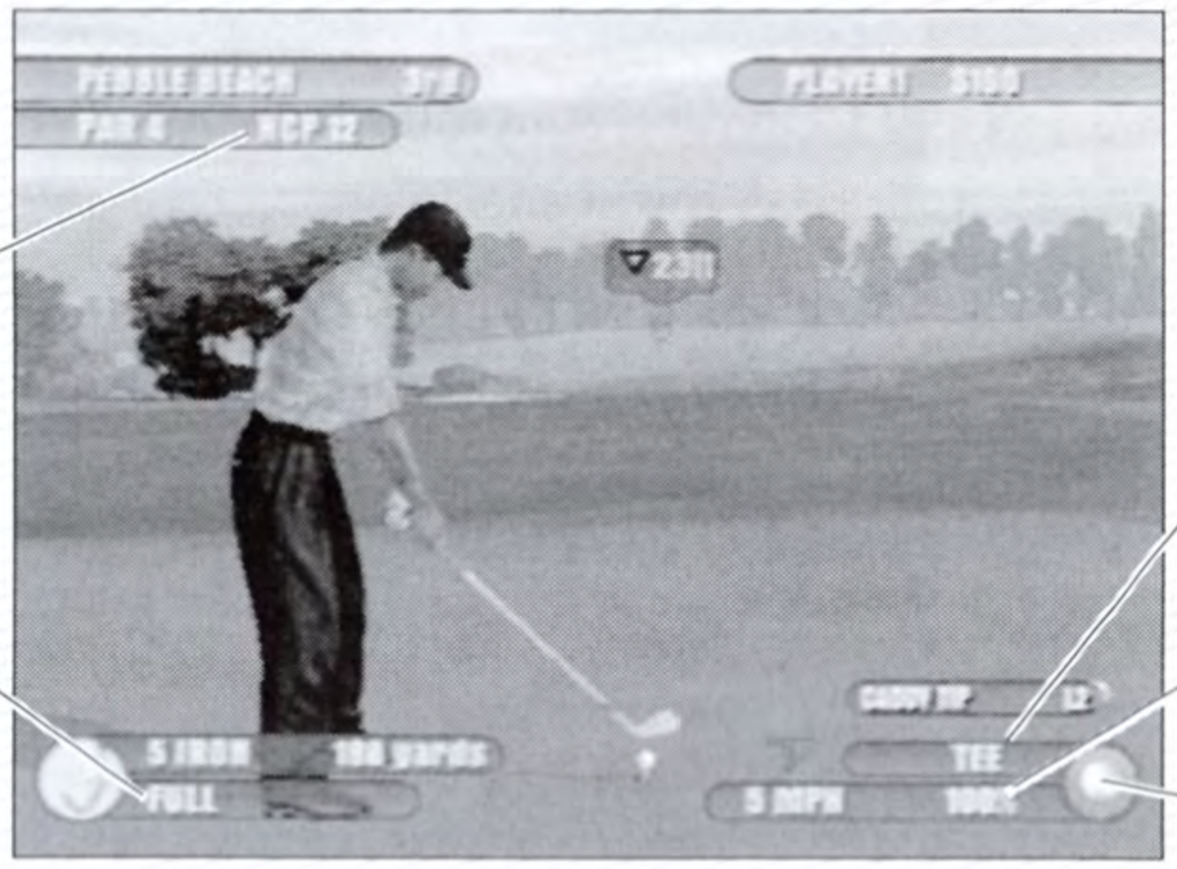
➤ *Scenarios* on p. 16.

ON THE COURSE

Even if you don't know your Mulligans from your tap-ins, you can be on the first green in no time by acquainting yourself with the info in this section. For the seasoned pro, this section contains useful information on accessing the scorecard, selecting a club, and more.

GAME SCREEN





NOTE: When teeing off, the on-screen display automatically toggles between two different views.

SHOT SELECT

There are five shot types that you can use on the course.

➥ To choose your shot, press the ■ button before you swing.

FULL SWING — Sets up a full swing with the appropriate club for the targeted distance.

PUNCH — A punch is a full swing that gives the shot a low trajectory. The ball travels with less arc and minimizes the effects of wind. The ball also rolls a little further than normal after hitting the ground. This is a good shot for hitting under a tree.

APPROACH Sets up a half swing pitch/chip with various wedges for a maximum distance of 60 yards. This shot selection is useful for short- to medium-range shots that need precision to place the ball onto the green with minimal roll.

WEDGES	***DISTANCE***
Lob Wedge (LW)	15 yards
Sand Wedge (SW)	30 yards
Gap/Approach Wedge (AW)	45 Yards
Pitching Wedge (PW)	60 Yards

FLOP A flop shot has a maximum distance of 51 yards. With a higher trajectory and less roll, this shot can only be used with a wedge. This shot is used mostly to fly over obstacles like bunkers, bushes, or trees or for shots that need loft to sit on the green and stick.

PUTT When on the green, you can putt the ball toward the hole. You can also putt from five feet off the green. The maximum distance a golfer can putt on the green is 180 feet.

PAUSE MENU

18 holes of golf can wear you down so feel free to take a breather from the action at any time.

⇨ To access the Pause menu, press the **START** button.

RESUME	Get back on the course.
SCORECARD	See how your game measures up.
RESTART HOLE	When a Mulligan isn't enough, start the hole over (Practice mode only).
NEXT HOLE	Ready to move on? Advance to the next hole on the course (Practice mode only).
CONCEDE HOLE	Forfeit the current hole and move on to the next tee box (only available in Match, Skins and most Tiger Challenge game modes).
OPTIONS	Toggle Vibration, Tap-Ins, and Commentary **ON**/OFF, or adjust the Sound Effects volume.
SAVE PREVIOUS SHOT	Save the last shot taken (available only when on the same hole as the shot you wish to save).
MUSIC	Turn the game play music **ON**/OFF.
QUIT	Exit back to the Main menu.

GETTING MORE OUT OF YOUR GAME

In this section, you'll learn more about Mulligans, water hazards, trophy balls, and many other things that can add spice to your leisurely round of 18.

Club Selection

Every club in your bag has the potential to hit the ball different distances. Listen to your caddie to be sure that you're using the right club while on the course.

- ⇨ To change your selected club, press the **R1** button or press the **R2** button until the club you want is displayed.
- ⇨ Press the D-button ↕ into the next club's range when the targeting marker is displayed. As you move the targeting marker, the percentage of power needed to hit the ball to the marker's location will be displayed for the given club.

Mulligans

A Mulligan is like a "do-over." When your swing is too ugly to even watch the ball land, or if you're headed into the rough (or worse!), press the ● button to use a Mulligan and re-hit the previous shot without a stroke penalty.

- ⊙ Mulligans are not available in Tiger Challenge, Scenarios, Tournament, SkillZone, or Speed Golf game modes.
- ⊙ Mulligans must be turned ON at the Course Select screen prior to teeing off.

Honors

When playing in traditional game modes, the golfer who won the previous hole always tees off first on the next hole. The golfer who is furthest away from the hole or off the green hits first.

Out of Bounds/Water Hazards

When your aim is out of whack and your ball lands in the drink or out of bounds, you must take a "drop." When out of bounds, your golfer drops the ball at about the same spot where he shot from last time. For a water hazard, you drop laterally or at the closest point of relief in line with where the ball entered the hazard.

Tap-Ins

Tap-Ins are available on the green when your ball is less than a foot away from the cup. With Tap-Ins **ON**, your next shot is guaranteed to drop in the cup.

- ⇨ You can turn Tap-Ins **ON**/OFF from Options in the Pause menu.

Replay

When you hit a picture-perfect shot and it was too sweet to see it only once, press the ■ button to view the replay. You can press the replay button at anytime (until the next shot is set up).

- ⇨ To save a replay as a highlight, press the **START** button to access the Pause menu and choose SAVE REPLAY. Only five replays can be saved on one memory card.

Scorecard

See how you're faring in the current round. You can check out the scorecard by accessing it through the Pause menu at any time during the game.

- ⇨ To access your Scorecard, press the **START** button to bring up the Pause menu and then choose SCORECARD.
- ⇨ The scorecard also appears at the conclusion of every hole.

Caddie Tips

Your caddie gives you tips that teach you how to play the game. They appear automatically the first time you're in a bad situation (deep rough, in the rain, strong headwind, etc.). Afterwards, a button prompt tells you when your caddie has a tip for you.

- ⇨ Press the **L2** button to view your caddie's advice.

Raking in the Cash

Once you earn a TOUR Card, it's time to start playing for money. Earn enough cash and you'll be able to unlock courses and build up your attributes.

- ⊙ You unlock new courses based on your overall earnings (not your current cash total).
- ⊙ You can earn money in all game modes, except for Practice. You earn the most money in Tiger Challenge mode, earning increasingly more as you advance up the Tiger Challenge ladder.
- ⊙ You also win money when you earn higher level TOUR Cards. You earn TOUR Cards in Tiger Challenge (with the exception of your Level 1 TOUR Card that you earn after completing the Play Now "TOUR Card Scenario."

Cashing In on that Great Shot

Here are some of the shots for which you earn the big bucks.

Birdie	Eagle
Albatross (Double Eagle)	Hole In One
Finishing Putt over 25 Feet	Chip In 59 or Less Yards
Chip In more than 60 Yards	Green In Regulation (GIR)
Shot Hits Pin	GIR Under Regulation
Hitting Every Fairway on the Entire Course	Hitting Every GIR on the Entire Course
Save Par After Hitting Sand Trap/Water	Approach Shot 2 Feet or Less to the Pin

Trophy Balls and Bonuses

Not only does your trophy case look more impressive when it's filled with these prizes, you get a bonus every time you earn one.

NOTE: You cannot earn Trophy Balls when playing in Scenario mode.

TROPHY BALL	HOW YOU EARN IT
Long Drive Challenge	First 350+ yard drive
Long Putt Challenge	Sink a 55+ foot putt
Fairway Challenge	Hit all fairways in a round
GIR Challenge	Hit all greens in regulation
Pin Seeker	Hit the pin
Aces Wild	Record a hole in one
Chip In Challenge	Sink the ball from 30+ yards
Low Round	Shoot under 60 in a round
Birdie Streak	Record six birdies in a row
Birdie Buster	Record 12 birdies in a round
Back-To-Back Eagles	Record back-to-back eagles
Eagle Extravaganza	Record four eagles in a round
Top Of The Tournaments	Place 1st in all tournaments
Scenario Challenge	Complete all scenarios
2003 Tiger Challenge	Complete the Tiger Challenge
Eagle Hunt	Eagle every par 5 in the game
My First Eagle	Record an eagle
My 1st Double Eagle	Record a double eagle
My 1st Tournament Win	Place 1st in a tournament
My 1st Round Under Par	Finish a round under 72 strokes
My 1st Bogey Free Round	Shoot a bogey-free round
My 1st Par 4 Green In One	Reach a Par 4 Green In One

TOUR Cards

Earn TOUR Cards in Tiger Challenge mode. Each TOUR Card you earn increases the money you earn during a game (➤ *TOUR Cards* and *Money Earned* on p. 16).

GAME MODES

After you earn a Tour Card in Play Now mode, put your skills to the test in these game modes.

NOTE: All game modes require at least one human player.

TIGER CHALLENGE

Compete in Match Play, Scenario, Skins, and Tournament modes against amateurs and Pros, unlocking more golfers and TOUR Cards as you win. Unlock one hole of Tiger's Dream 18 at a time as you move up the ladder.

- When first playing Tiger Challenge, you can choose among seven characters, including Tiger Woods. The others have to be unlocked.
- You also unlock the other courses as you earn money.
- When you beat a golfer, you unlock that golfer.

To start the Tiger Challenge:

1. Choose TIGER CHALLENGE at the Game Mode menu and the Tiger Challenge menu appears.
2. Choose NEW to create a new profile and press the ✖ button. The Name User screen appears. For more information on User profiles, ➤ *My Tour* on p. 25.
   - If you have a profile created already or have already played, you can choose to LOAD a saved profile or CONTINUE with the profile most recently used.
3. Press the D-button to highlight a letter and then press the ✖ button to select the letter. When finished, highlight END and press the ✖ button to advance to the Choose Model screen.
4. From the Choose Model screen, press the D-button ↔ to choose the player model for your golfer. Press the ✖ button to proceed to the Buy Attributes screen once you've made your decision.
5. From the Buy Attributes screen (➤ *Buy Attributes* on p. 25 for more information), press the D-button ↕ to select an attribute and then press the D-button ↔ to buy more of it. When you're done purchasing, press the ✖ button. A pop-up window asks if you want to save the user. Choose YES and press the ✖ button to save and then continue on to the Tiger Challenge summary screen.
6. From the Tiger Challenge summary screen, select the next available challenge and press the ✖ button again to start.
   - Upon finishing a challenge, you are presented with another one. You must complete a challenge to go on to the next one.
   - You have a total of $1,500 initially with which to increase your attributes. Attributes all cost the same but costs increase as attributes are raised.

NOTE: If you do not spend all of your cash buying attributes, you are given a chance to place a wager on the match prior to teeing off.

PLAYER RESUME AND TOUR CARDS

The player resume is a review of your career. See how your progress in Tiger Challenge is going, how many tour events and trophy balls you've won, how many all-time records you hold, how many holes-in-one you've racked up, and how many par 5 eagles you've sunk.

TOUR Cards are earned in Tiger Challenge mode. The first TOUR Card is earned after completing the first Scenario (TOUR Card). Each TOUR Card you earn increases the money you earn during a game. Additionally, each card earned comes with a video.

TOUR Cards and Money Earned

LEVEL	*TOUR CARD*	*MONEY EARNING MULTIPLIER*
Entry Level	Bronze	x1
T	Silver	x2
I	Gold	x3
G	Platinum	x4
E	Diamond	x5
R	Tiger Woods	x6

SCENARIOS

Put yourself in a tight spot and see how you handle the pressure. *Tiger Woods PGA TOUR® 2003* has 50 scenarios for you to conquer.

To start a Scenario:

➪ From the Scenario Challenge menu, press the D-button ↕ to highlight a scenario and press the ✖ button to start the Scenario.

⊙ A brief description of the challenge appears at the right of the screen when a scenario is highlighted.

Winning a Scenario

You can just barely squeak by or you can finish your scenario with a spectacular win. If you excel at your scenario, you win the Gold. You pick up the Silver for a less than perfect, but still respectable finish. If you snag the Bronze, you might want to give it another shot. And that's not all: along with different medals, you get more money the better you finish.

➪ Select PLAY NOW at the Main menu to go to your first unfinished scenario (if previously saved).

⊙ You do not have to complete the scenarios in order. You can pick and choose the desired scenario at the Scenarios menu.

STROKE PLAY

This is your most basic round of golf. You can play solo, or tee off with up to three friends or CPU players. In this mode, golfers try to complete a round with the fewest strokes, competing against par. Tee-off honors are awarded to the golfer with the lowest score on the previous hole. The player with the lowest score after 18 holes wins.

NOTE: You must have at least one user-controlled golfer in Stroke Play mode.

To start a Stoke Game:

1. From the Stroke Play menu, set the number of competitors (USERS or CPU PLAYERS, 1–4) and then press the ✖ button to advance to the User Choice screen.
2. From the User Choice screen, select YES to play with a User Profile, or NO to play without one. Press the ✖ button to continue to the Golfer Select screen. For more information on User Profiles, ➤ *My Tour* on p. 25.

GOLFER SELECT SCREEN

1. From the Golfer Select screen, press the D-button ↔ to select a golfer and press the ✖ button to access the Controller Select screen.
2. Select a controller then press the ✖ button to access the Course Select screen.

GOLFER BIOGRAPHY

From the Golfer Select screen, press the ■ button to read a player's biography. From the Character Biography screen, you can press the ■ button again and view career highlights for the selected golfer.

COURSE SELECT SCREEN

From the Course Select screen, press the D-button ↔ to select a venue and press the ✖ button to go to the tee.

Hole Select — Play **ALL 18** holes of the current course. You can also play the FRONT 9, the BACK 9, or select CUSTOM (➤ below) in which you choose specific holes to play.

Tee Select — Tee off from the **WHITE**, BLUE, or BLACK tees (➤ *Tee Colors* on p. 19 for more info).

Pin Select — Choose **EASY**, MEDIUM, HARD, or EXPERT pins (➤ *Pin Selection* on p. 19 for more info).

Green Speed — Toggle the speed that the ball rolls on the greens to **SOFT**, MEDIUM, or HARD.

Rough Lengths — Toggle the depth of the rough to **SHORT**, MEDIUM, or LONG.

Mulligans — Turn the Mulligan feature ON/**OFF** (➤ *Mulligans* on p. 12 for more info).

RANDOM 18

In the Course Select screen, there is a course listed as "Random 18" allowing you to play a round at 18 randomly selected holes from all of the available (unlocked) courses.

Experts who are looking for the ultimate challenge should play Random 18 under Tour Play conditions (this can be changed in the Game Setup menu under *Options*, ➤ p. 28). See how you score without relying on the caddie tips, wind/lie indicator, ideal putting line, and other golf aids.

CUSTOM HOLES

Instead of playing 18 holes, or the front or back 9, you can pick and choose to play certain holes with Custom play.

To play a custom round of golf:

1. From the Course Select options screen, highlight HOLE SELECT and then press the D-button ↔ and toggle to CUSTOM. Press the ✖ button and the Select Holes screen appears.
2. From the Select Holes screen, press the D-button ↔ to highlight a hole on the course.

3. When a hole is selected, press the ● button. If the hole is highlighted, it is added to the round of golf. A grayed out hole represents a hole that is not in the round.
4. Press the ✖ button to tee off.

TEE COLORS

Your tee color indicates the difficulty level.

WHITE — This is the beginner level. It gives you the shortest distance and, on certain holes, an easier route to the pin.

BLUE — This intermediate difficulty level lets you play the course as a "member" would and tees you up at middle distance from the pin.

BLACK — These championship tees let you play the course as a professional on the PGA TOUR would. They give you the longest distance to the hole and toughest angles to the green.

PIN SELECTION

Choose **EASY**, MEDIUM, HARD, or EXPERT pins. The more difficult you set your pin position, the more money you can earn.

EDIT CLUBS

Select the clubs that will be in your bag. Rules allow you to carry no more than 14 clubs. And remember, you are required to carry a putter, a driver, a SW, and a 5I.

To edit your clubs:

1. From the Golfer Select screen, press the ● button to access the Select Clubs screen.
2. Press the D-button to select the club to throw in or take out of your bag.
3. When a club is selected, press the ● button. If the club is highlighted, it is currently in your golf bag. A grayed out club represents a club that is out of the bag.

MATCH PLAY

Two golfers play head-to-head against each other on the course of your choice, hole-by-hole. Play against a friend or against the CPU. The golfer who wins the most holes is the winner.

DORMIE

In Match Play, when a golfer is one hole away from mathematically eliminating a competitor, the leader is labeled "Dormie." For example, if Player 1 is 2-up (ahead by two holes) going into the 17TH hole (two holes to play), Player 1 is "Dormie."

SKINS

Skins is similar to match play except that 2–4 golfers compete at each hole for a money prize called a skin. To win a skin you must win the hole outright. To win the game, you must finish with the most money.

HALVING A HOLE

If two or more golfers tie ("halve") for the best score on a hole, the skin for that hole is carried over. The next golfer that wins a hole outright wins all carryover skins. Theoretically, all skins could carry over to the final hole. If two or more golfers "halve" the last hole, they'll begin a hole-by-hole playoff to determine the winner of the remaining skin(s).

⊙ The dollar amount for each hole increases as you advance through the round.

TOURNAMENT

Compete against a field of golf stars in an 18, 36, 54, or 72-hole tournament. The golfer with the lowest number of strokes at the end of the final round is the winner. Tap-ins are allowed and up to four controlled golfers can play in a tournament.

When selecting a Tournament, the rounds and courses offered vary. The 1-round, 18-hole tournaments are less difficult than 4-round, 72-hole tournaments.

NOTE: Although you can play with up to four user-controlled players in a tournament, you can only save tournaments with one user-controlled player to a memory card.

ONLINE EVENTS

NOTE: AN INTERNET CONNECTION IS REQUIRED FOR THIS FEATURE. Online features for *Tiger Woods PGA TOUR 2003* will be available only through January 1, 2004, subject to online Terms of Service, and all features may not be available at time of purchase. Please check online at http://www.tw2003.ea.com for more information.

Dominate the links and then see how you stack up against golf gamers around the world via the Internet. Playing under tournament conditions, aim for the top of the leaderboard. When your round is over, log on to the Worldwide Leaderboard and report your final score. How do you rank against other *Tiger Woods PGA Tour 2003* gamers?

REGISTERING

Before you play an Online Event, you must first register at the EA SPORTS web page. Visit **www.tw2003.ea.com** to obtain an EA.Com℠ Member Name and Entry Password.

Once the registration is completed, you gain access to Online Tournaments and the Worldwide Leaderboard, where you can post and view your tournament results.

PLAYING

Beginning in November 2002, *Tiger Woods PGA TOUR 2003* posts an Online Tournament on the **www.tw2003.ea.com** web site. After receiving the tournament number from the EA SPORTS web page, go to the Online Events menu and enter the number for that particular tournament.

TOURNAMENT RULES

To make it an even playing field, *Tiger Woods PGA TOUR 2003* automatically sets the game options for you. Every player plays under the same rules and conditions. Some tournaments allow you to choose your golfer, while others choose for you.

POST-TOURNAMENT

After your final round of golf is complete, you receive a second code from *Tiger Woods PGA TOUR 2003*. Once you receive the post-tournament code, go back to the EA SPORTS web site and register your score on the Worldwide Leaderboard. You are allowed to post your results as many times as you wish but only your most recent score will be displayed on the website.

- The in-game password for playing an Online Event is six characters long. As stated above, this password is redeemed from the website.
- The password that is generated by *Tiger Woods PGA TOUR 2003* after completing an Online Event is 28 characters long. You must enter this password on the website to see your ranking on the Worldwide Leaderboard.
- The password that is generated for posting My Resume (➤ p. 26) online is 40 characters long. You need to enter this password on the website.

PRACTICE

The competition on the PGA TOUR is tough, so take some time to brush up on your skills before you take on the Pros. Play a round without the pressure of a field of competitors. Drop some practice balls on any hole without worrying about your scorecard.

⇨ Once in the game, you can move around the hole and drop your ball anywhere inbounds. Press the left analog stick and right analog stick to move the cursor and rotate the camera around the course. Press the ✖ button to drop the ball.

SPEED GOLF

Leave your etiquette in the clubhouse—this game is about hustle. Compete head-to-head for money as you race through the course. Your money racks up while your opponent's bank account dwindles. The competition is fast and furious in Speed Golf, so you better keep your cool. And you thought the pressure of your typical 18 holes was tough!

To start a Speed Golf game:

⇨ **SET THE NUMBER OF COMPETITORS—1 PLAYER VS. CPU** or 1 PLAYER VS. 2 PLAYER—and press the ✖ button to advance to the Player Setup screen. Continue as you would in a Stroke Play (➤ *Stroke Play* on p. 17).

NOTE: Rain is not available when playing in the Speed Golf mode.

SPEED GOLF PLAY

After hitting your shot you are required to "run" to your ball. Press the left analog stick to run to your ball, and press the right analog stick to change your view while running.

SPEED GOLF TIPS

➥ **Press the L1 button repeatedly to run faster.**

➥ **If you get into too much trouble, you can press the SELECT button at any time to reset on the tee. This costs you $50 however, and you lose some time, so only use this when you are in big trouble.**

➥ **Press the ✖ button while the ball is rolling to stop it (you must be within range).**

➥ **The speed at which you run is dependent on what surface you are running on. For example, you can run faster on the fairway than you can in the rough.**

SPEED GOLF SCORING

You get money for completing almost anything in Speed Golf. However, you must complete a task before your opponent. For every shot you take that's better than your opponent's, you receive money from your opponent's bank. If your opponent beats you to the punch, then money is taken away from you.

⊙ Earn money when you accomplish the feats below. These are a few examples on how to win cash.

- Tee off first (first strike)
- Hit the longest drive
- Get on the green first
- Finish the hole first
- Re-tee bonus (sink your putt and tee off a second time on the same hole before your opponent finishes his first putt)
- After the first player holes out, he is allowed to re-tee and try to better his score (or steal) from his opponent.
- Drain your opponent's bank to $0 and you win.

SKILLZONE

Test your swing and skills in the SkillZone. There are five different SkillZone game modes where you can earn money for the TOUR and each SkillZone offers three challenging environments.

TARGET

Swing for cash! In Target mode, there are a number of pins set throughout the course and your goal is to hit the ball as close to the flag as possible. Each pin has colored target rings surrounding it representing different cash values. The closer your ball stops to the pin, the more money you make.

You have 20 balls to work with and you can make money with each swing of the club. Each pin is set at a different distance to the tee box, so every club in your bag can be challenged. In Target mode, targets are locked after four successful shots have been hit to the target.

➪ While on the course, press the ✖ button or ▲ button to select holes.

- The value of cash that you receive for hitting a target ring is based on the difficulty of the hole. Also, the value of the ring goes down after you've hit it once.
- You can also earn up to five times your cash value with a Bonus Ball. The Bonus Ball appears randomly and is represented by an icon stating its bonus value (2x, 3x, or 5x). When hitting a Bonus Ball, your cash value multiplies by its assigned value. For example, if your ball stops in a $250 "bulls-eye" yellow ring when hitting a "2x" Bonus ball, you earn $500.
- If your ball lands in a sand trap or in the water, you lose money so be sure to shoot accurately.
- There is an area in all three SkillZone environments (Target and Timed target modes only) that is designated the "Long Drive Area." Located near the back of the course, moving targets run back and forth across the deep fairway tempting only the heaviest hitters. Hit one of these moving targets and your score increases. The amount of cash you receive is based on how far you hit the ball. However, you only gain cash for exceeding the current long drive distance.

NOTE: All targets may not be able to be reached—it depends on the golfer's attributes. However, raising key attributes like power, accuracy, and spin may help you reach the targets a bit easier.

NOTE: The Long Drive area appears in all SkillZone modes, but you only get cash for scoring in Target and Timed Target modes.

TARGET 2 TARGET

With rules similar to Target mode, Target 2 Target allows you to win some extra cash by hitting balls inside the target rings. However, instead of starting with 20 balls, you play with five with the chance to increase that number during gameplay. The closer your ball stops to the pin, the more balls you earn. Also, unlike Target mode, you can't choose your holes—*Tiger Woods PGA TOUR 2003* chooses them for you. Also, you can't advance to the next pin until your ball stops inside one of the target rings. The game is completed when all targets have been successfully hit. All remaining balls will be converted to cash.

TIMED

Timed mode is a cross between Target and Target 2 Target modes. In this race against the clock mode, your goal is to increase the amount of time on the game clock while winning some serious cash at the same time. You are allowed to shoot for the same pin but your extra time bonus decreases after every recorded hit on the same pin. Like in Target mode, targets are locked after four successful hits have been scored. If you can lock out all of the greens you can earn big cash!

CAPTURE

In this two-player game mode, your goal is to capture or lock any five pins on the course before your opponent does. Playing by the same basic rules used in Target mode, players alternate shots in an attempt to claim a hole. A hole is considered captured after a ball lands inside a target ring. However, an opponent can steal a hole back if his ball exceeds the set target ring for that particular hole. Once a ball stops in the yellow bullseye ring, the hole is locked. You do not necessarily have to lock up holes to win; five captures will do the trick. And remember, if you let your shot clock expire you will forfeit your shot!

T-I-G-E-R

In the second featured two-player game in SkillZone, T-I-G-E-R mode challenges your ego, just as much as your skills. Playing head-to-head, the object of the game is to successfully land a ball inside a ring, after which your opponent must match the same shot on their ensuing swing. If your opponent matches the previous shot, the game continues with each player continuing to alternate shots until a target ring is hit. If your opponent fails to match the shot, they are given a letter in the word "TIGER," meaning that they failed to duplicate the previous shot. However, your opponent can exceed the set target ring on their ensuing swing, putting the pressure back on you. If that happens, the original player who set the mark the first time, must counter with a successful shot of their own. If the original player who set the first mark fails, then a letter is handed to them. The first player to spell the word "TIGER" loses the match. Like in Capture mode, if you let your shot clock expire you will forfeit your shot.

MY TOUR

Create a custom course and add it to the TOUR, view course records, check out your career resume, and more.

USER PROFILES

Create a user profile and keep track of course stats throughout your career.

To create a user profile:

1. From the My Tour menu, highlight NEW and press the ✖ button. The New User screen appears.
2. From the New User screen, create a profile name, highlight END, and then press the ✖ button. The Choose Model screen appears.

⇨ When creating a name, press the D-button to scroll through the alphabet and press the ✖ button to accept. You can create a name up to seven letters long.

3. Choose a player model by pressing the D-button ↔ and press the ✖ button to continue to the Buy Attributes screen.
4. Buy Attributes for your golfer and then save your profile to a memory card.

BUY ATTRIBUTES

After winning money on the Tour, or when first setting up a user profile, you can add to your player attributes.

POWER	The higher your Power, the farther you can hit the ball.
ACCURACY	Determines your chances of being on-target with full shots.
SPIN	Controls the amount of spin you can generate with Spin Control.
APPROACH	Determines your chances of being on-target with approach shots.
RECOVERY	The higher your Recovery rating, the better you are at getting out of bad lies (sand, rough, etc.) and hitting special shots (flop, punch, etc.).
PUTTING	Controls the accuracy of your putting.
LUCK	Determines how lucky you are on the course.

MY TOUR MENU

My Courses

Create up to three custom courses and add them to the Course Select screen. The My Courses feature allows you to add any hole from any unlocked course. The created course doesn't have to be a par 72 (you can even create a short course of all par 3's, or a very long one of all par 5's) but it must have 18 holes.

To create a custom course:

1. From the My Courses screen, highlight NEW and press the ✖ button. The Name Course screen appears.
2. Name your course (the same way that you would name a User Profile), highlight END, and press the ✖ button.
3. From the Choose Logo screen, press the D-button ↔ to choose a course logo and press the ✖ button to continue. The created course screen appears.
4. Press the D-button ↕ to highlight a hole to edit and press the ✖ button to begin creating a custom course.

⊙ For every hole on the custom course, you must choose a course (as you would in *Stroke Play,* ➤ p. 17) and a hole (➤ *Custom Holes* on p. 18). Press the ■ button to select holes at random.

5. When all 18 holes are set, highlight DONE and press the ✖ button. The Custom Course is added to the Course Select menu.

User Records — Get a complete summary of your user records including Total Rounds played, Average Score, Driving Average, and more.

Par 5 Eagles — See how many Eagles you've bagged on par 5 holes.

Trophy Balls — View the trophy balls you've won or see what you need to do to grab one.

NOTE: **Trophy balls cannot be earned while playing in a Scenario.**

Scenario Medals — View the medals (Gold, Silver, Bronze) that you have won for a scenario.

Tour Trophies — View the tournament trophies that you have won.

My Resume — Check out your stat book for your entire Pro career. This is the same resume that will be posted on the EA SPORTS web site (➤ *Online Ranking* on p. 27).

All-Time Records — View all-time course records and personal best achievements.

Online Ranking

Post your career resume on **www.tw2003.ea.com** and see how you rank with other *Tiger Woods PGA TOUR 2003* fans from across the globe.

To post your resume online:

1. Create a user profile (➤ p. 25) and begin play in any game mode.
2. Register at the EA SPORTS web page. ➤ *Online Events* on p. 20 for more information. You will need a valid EA.COM account in order to move on.
3. Once you have a user profile loaded and your EA.COM member name entered, a 40-digit password is generated.
4. Input the password on the web page and post your resume.

Highlights

Review replay highlights of your great shots throughout your career. You can save a shot via the Pause menu during your round of golf.

Pro Shop

See what tools you can earn. From the pro shop, you can upgrade club shafts, club and putter heads, balls, and gloves. Highlight locked equipment and see how many attribute points are needed to unlock.

OPTIONS

Set up your options and play the game the way you want.

GAME SETUP

SETUP	Play *Tiger Woods PGA TOUR 2003* with **EA PLAY** or TOUR PLAY. When set to EA PLAY, all of the options are set to the defaults.
RAIN	Set rain to **VARIABLE**, ON, or OFF. It never rains in two-player Split Screen mode.
WIND	Set the Wind level to **CALM**, BREEZY, WINDY, or GALE FORCE.
TAP-INS	When **ON**, Tap-Ins are automatic. When set to OFF, golfers have to finish off their putts.
CADDIE TIPS	When **ON**, caddies provide tips before shots throughout the round.
BREAK LINE	When **ON**, a white dotted Break Line appears giving a clear read of the green.
IDEAL PUTTING LINE	When **ON**, the camera takes a path or (an ideal putting line) from the current ball lie to the hole, assisting golfers before a putt.
AIMING MARKER INFO	When **ON**, an Aiming Marker is displayed near the flag giving the golfer a good read of the pin.
WIND/LIE INDICATOR	When **ON**, a Wind and Lie Indicator is displayed giving the golfer better read of the wind and the lie of the ball.
SWING AID	When **ON**, golfers can get a good read of their swing, specifically when trying to hit a draw or a fade.
POWER BOOST	When **ON**, golfers can be assisted by a Power Boost during their backswing.
SPIN CONTROL	When **ON**, golfers can add spin to the ball while in the air.
VIBRATION	Toggle the controller vibration **ON**/OFF.

CHEAT CODES

Enter a Cheat Code and unlock players and/or courses.

AUDIO OPTIONS

SOUND FX — Adjust the volume of all sound effects between 1 and 5, or turn the sounds off. The default is set at **3**.

COMMENTARY — Turn the play-by-play and color commentary **ON**/OFF.

MUSIC LEVEL — Set the volume of the EA SPORTS Trax music level between 1 and 5, or set the music off. The default is set at **3**.

EA SPORTS TRAX — Turn ON/OFF the EA SPORTS Trax feature at the Menu screens, or during SPEED GOLF, SKILLZONE and OTHER GAME MODES game play.

EA SPORTS™ TRAX

Crank up the new hits featured in *Tiger Woods PGA TOUR 2003*. When the EA SPORTS TRAX feature is ON (➤ *Audio Options*, above), music plays in the background while playing on the course or at menu screens.

PLAYLIST — Customize the playlist during gameplay. Only checked titles play during the game.

To set a custom play list:

1. While PLAYLIST is highlighted, press the D-button ↔ and select MENU, SPEEDGOLF, SKILLZONE, or OTHER MODES.
2. Press the D-button ↕ and highlight the track number that you wish to modify and press the ✖ button.
3. The title is unchecked (removed from the set list) or checked (added to the set list).

NOTE: EA SPORTS Trax is only available for one or two player games.

SAVING AND LOADING

Don't let all your hard work go down the drain.

- After creating a user profile/golfer, you are prompted to save.
- After each completed round you are prompted to save your progress.
- In Tiger Challenge, Tournament, and Scenario game modes, you can save the game progress. All other game modes save your money earned in that round.

NOTE: Never insert or remove a memory card when loading or saving files.

NOTE: If your memory card reads a saved file from other Electronic Arts™ titles you can get a jump-start on your *Tiger Woods PGA TOUR 2003* career. Depending on how many different game files are found, extra spending cash will be awarded to you upon creating a User Profile. You also have the option to decline this gracious offer.

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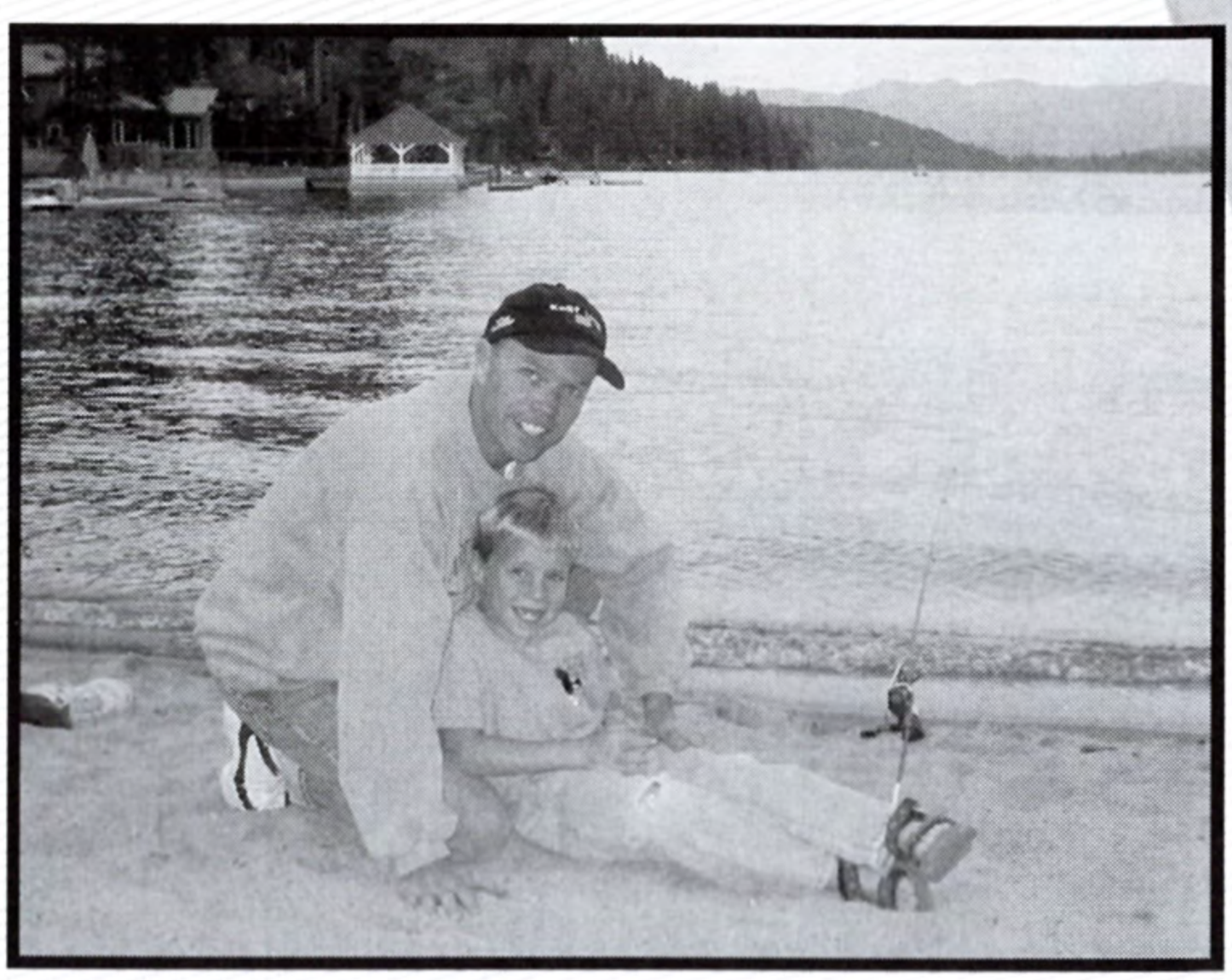
EA SPORTS
TIGER WOODS PGA TOUR 2003

May We Always Remember His Zest for Life and Love for Golf

TIM EIFERT

October 6, 1962 – July 14, 2002



MUSIC

"Raise Up"
Performed by Saliva
Written by Josey Saddington, Chris Dabaldo, Wayne Swinney, David Novotny and Paul Crosby
Almo Music Corp. o/b/o itself and Five Superstars (ASCAP)
Recording courtesy of Island Records
Under license from Universal Music Enterprises
From the album "Back In Your System"

"Superstar 2"
Performed by Saliva
Written by by Josey Saddington, Chris Dabaldo, Wayne Swinney, David Novotny and Paul Crosby
Almo Music Corp. o/b/o itself and Five Superstars (ASCAP)
Recording courtesy of Island Records
Under license from Universal Music Enterprises
From the album "Back In Your System"

"Superstar"
Performed by Saliva
Written by by Josey Saddington, Chris Dabaldo, Wayne Swinney, David Novotny and Paul Crosby
Recording courtesy of Island Records
Under license from Universal Music Enterprises
From the album "Every Six Seconds"

"Ready Steady Go"
Performed by Paul Oakenfold
Written by Paul Oakenfold and Andy Gray
Published by Universal Music Publishing and Mute Songs
as administered by Windswept Music
Recording courtesy of Maverick
Under license from Warner Special Products
From the album "Bunkka"

"Burn Baby Burn"
Performed by Ash
Written by Tim Wheeler
© 1998 Universal –Polygram International Publishing Inc. on behalf of Island Music Ltd.
Recording courtesy of Kinetic Records
From the album "Free All Angels"

"Do You Call My Name"
Performed by RA
Written and Produced by Sahaj Ticotin
Sahaja Music (ASCAP) administered by Andon Entertainment
Recording courtesy of Universal Records
Under license from Universal Music Enterprises

"The Greatest View"
Performed by Silverchair
Written by Daniel Johns
Published by Sony/ATV Music Publishing
Recording courtesy of Atlantic Records and EMI Records Australia
Under license from Warner Special Products
From the album "Diorama"

"Back Up"
Performed by 12 Stones
Written by 12 Stones
Produced and mixed by Jay Baumgardner
Cracker Rhythm Music/Dwight Frye Music (BMI)
All Rights Administered by Dwight Frye Music
(P) 2001 Recording courtesy of Wind Up Entertainment, Inc.

"Handful of Redemption"
Performed by Boy Sets Fire
Written by Boy Sets Fire
Executive Produced and Mixed by Jay Baumgardner for NRG Studios
Produced by Dave Fortman
Flandrin Music (SESAC)
© 2002 Recording courtesy of Wind Up Entertainment, Inc.

LIMITED 90-DAY WARRANTY

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